Errata and Clarifications

(July 29, 2008)

This document contains the official rules corrections, clarifications, and supplemental rules for the *Dungeons & Dragons Miniatures* Game. This information will be incorporated into future editions of the game rules. As always, Wizards of the Coast is happy to address specific rules questions; contact www.wizards.com/customerservice.

Thanks, and good gaming!

Battle Rules Errata

This errata corrects and expands upon the rules contained in the downloadable revised *Dungeons of Dread* rulebook. If you're using an earlier version of the rules, check the online and updated rules: http://www.wizards.com/default.asp?x=dnd/mi/20080117a.

Page 10 – Bloodied
[Substitution]
In the Bloodied example, the last sentence should indicate that Killing Blow works ***better*** against a bloodied enemy.

Page 10 – Bloodied
[Substitution]
The parenthetical should indicate that the yuan-ti can use its ability ***when near*** Bloodied enemies.

Page 16 – Setting up a Battle (Table)
[Revision]
This table should read:

1. Reveal warbands and potential battle maps.
2. Roll d20; the player with a higher Champion rating than his or her opponent rolls twice. The player with the highest result can either chooses which battle map to play or defer the choice to the opponent.
3. The player who did not choose the map chooses a start area and places his or her warband in the labeled start area of his or her choice.
4. The opponent places his or her warband in the other starting area.

Page 19 – Legal Position
[Substitution]
The second sentence should indicate that a legal position is a square that contains no other creatures, walls, or other map features that prevent a creature from ***ending its movement in*** the square.

Page 20 – The "1 Square" Rule
[Substitution]
The last sentence should indicate that the rule doesn't allow a creature to "move through walls or other *blocking terrain, move into a position that is not legal, or* to move…"

Page 20 – Burrow
[Substitution]
The first sentence in the second paragraph should say that "it may ignore all non-pit terrain (even walls) while moving".

Page 20 – Phasing
[Substitution]
The first sentence should say that "it may ignore all non-pit terrain (even walls) while moving".

Page 20 – Shift
[Revision]
A creature can also use a move action to shift. A creature that shifts moves into a clear adjacent square. A creature cannot shift into a square containing terrain that slows movement, unless it can shift more than 1 square or ignores the effects of such terrain. Shifting does not provoke opportunity attacks. [7/29/08]

Page 21 – Big Creatures and Moving
[Addition]
The one-sentence last paragraph should instead be placed between the first and second paragraphs. The sentence should also indicate that a big creature is still slowed "if any of its squares enters a ***new*** square containing such terrain."

Page 21 – Big Creatures and Moving Diagram
[Revision]
The 3 should be next to the 2, not next to the 4.

Page 22 – Bloodied
[Substitution]
The first sentence should read "*While* a creature is *at* half its starting HP total or below, it is **Bloodied**."

Page 23 – Additional Effects
[Addition]
The second paragraph on followup attacks should continue with, "Unless otherwise specified, a followup attack is considered to be the same type of attack as the initial attack. A followup attack is a separate attack that is resolved after the original attack, but it must target the same creature as the initial attack; it cannot be redirected separately from the first attack.

Page 26 – Burst X
[Addition]
Burst X should start with "All ***other*** creatures within X…"

Page 26 – Line X
[Revision]
Choose an origin point, as shown in the diagram. The end point is the corner of the target square that is farthest from the origin. Make an attack roll against every creature ***within X squares that is*** in a square the line enters. If the line ***only*** touches a square's corner or runs along its edge, that square is not affected. A line cannot be drawn in a way that contains a square in the attacker's space. The line is blocked by walls or other terrain that blocks line of effect.

The number "X" represents the maximum range that a line can extend to. A square further away can be chosen, and in this case, the line will end at the maximum range. A target square that is fewer squares away may also be chosen. In this case, the line will end earlier than its maximum range. The attacking

creature does not need to be able to trace line of sight to the target square. A line which goes through a square and also touches a corner will affect targets in that square; a line which only touches a corner will not.

Page 28 – Charge Attacks
[Revision]
The third paragraph should read:

"The creature must move at least 2 squares away from its starting position and must finish its movement in the nearest ***space*** adjacent to the enemy. It doesn't have to move in a straight line, nor does it need to move in the shortest path. If none of the closest possible adjacent spaces are legal positions, the charge is prevented."

Page 28 – Charging Diagram
[Revision]
The Yuan-Ti should be one square to the left. The square to the lower right of the Sellsword should be more obviously yellow.

Page 28 – Combat Advantage
[Revision]
The first bullet point should read, "It is **invisible** to the target and it has line of sight to the target."

Page 29 – Flanking Diagram
[Substitution]
The dragon is flanked by the orange Merchant Guards.

Page 29 – Cover and Clear Lines:
[Addition]
Add to the end of the second paragraph, "In practice, each player chooses a corner from the attacker to the target; if either can determine that there is no cover, then none exists.

Page 31 – Counting Distance Diagram
[Addition]
1, 2, and 3 should be added to the diagram starting at the square to the upper left of the Sellsword.

Page 31-32 – Opportunity Attacks
[Addition]
Add a new sentence at the end of the first paragraph on the top of page 32:

[R] and [A] attacks grant opportunity attacks right before the targets of the attack are declared. If the opportunity attack destroys or renders the original attacker inactive, the original attack ends. If an attack grants movement, that movement could independently provoke opportunity attacks as normal.

Page 32 – Legal Position
[Substitution]
This sentence should instead read, "If a creature ends its turn in an illegal position as a consequence of an enemy's opportunity attack (or any other circumstance), ***place it in*** the last legal position it occupied."

Page 33 -- Staggered
[Substitution]
This entry should state, "**Staggered:** As Dazed, AND the Staggered creature cannot use Champion powers or take attack actions other than making either a basic attack or substituting a move action."

Page 33 – Confused
[Substitution]

Confused: A Confused creature acts randomly. At the start of its turn, roll 1d20 and consult the table below.

d20 Roll	Result
1-5	Acts as if Dominated.
6-15	Takes no action.
16-20	Controlled by its player.

A Confused creature:
- cannot take attack actions other than making either a basic attack or substituting a move action;
- cannot make opportunity attacks;
- cannot use special powers, including Champion powers;
- is considered to have no Champion Rating for purposes of initiative checks. [7/29/08]

Page 35 – Terrain
[Substitution]
The position of Forest and Difficult Terrain should be switched to be in alphabetical order.

Page 36 – Pits
[Revision]
A space containing a pit is not a legal position; no creature can end movement is a space containing a pit square.

Replace the third paragraph with the following text:

When an effect (such as push, pull, or slide) moves a creature onto a pit square, that creature might fall into the pit. After applying all effects from the original attack, the acting creature makes a followup attack (using the attack bonus and AC or Defense of the attack or power used to move the target); if that attack also hits, the target creature is Dazed. Regardless of the result of the followup attack, the creature is placed in the nearest legal position.

Page 36 – Smoke
[Revision]
Squares containing smoke block line of sight but do not impede movement or block line of effect. A creature ***entirely in smoke squares*** is invisible to all nonadjacent creatures. Likewise, a creature ***entirely in smoke squares*** can see adjacent creatures normally, but all nonadjacent creatures are invisible to it. Any part of a creature's space that is in smoke terrain benefits from the effect of smoke. For creatures that occupy more than one square, any of their space which is not in smoke is not invisible, and may be targeted normally. Smoke does not provide cover. Creatures with Blindsight ignore smoke terrain within the range of Blindsight. [7/29/08]

Page 37 – Teleporters
[Revision]
The second paragraph should start, "During its turn, before or after taking an attack action or during movement, as an immediate action any active creature that occupies a teleporter square can place itself in a space that contains any other unoccupied teleporter square and continue its turn."

Page 37 – Walls and Blocking Terrain
[Addition]
A space containing blocking terrain is not a legal position; no creature can end movement in a space containing a wall square.

Page 42 – Adjacent entry
[Addition]
To the end of the entry, add **"**A creature is considered to be adjacent to its own space."

Page 44 – Flanking entry
[Substitution]
The second sentence should instead read, "They get ***combat advantage*** against the flanked creature."

Page 44 – Hide entry
[Revision]
Hide should read, "If this creature has *ranged* cover *other than from intervening creatures* against a nonadjacent enemy, it is invisible to that enemy."

Page 44 – Immediate entry
[Addition]
A creature can only use one immediate action during a creature's turn.

Page 45 – Invisible entry
[Substitution]
The third sentence should read "This creature gains Conceal 11 against attackers that can't see it and *gains Combat Advantage* against defenders in line of sight that can't see it."

Page 45 – Ongoing X DAMAGE entry
[Addition]
All ongoing damage has (save ends).

Page 45 – Opportunity attacks entry
[Substitution]
The melee attack symbol in the second sentence should instead be a ranged attack symbol.

Page 46 – Place entry
[Addition]
The creature's destination space must be a legal position.

Page 48 – Setting up a Battle (Table)
[Revision]
This table should read:

1. Reveal warbands and potential battle maps.
2. Roll d20; the player with a higher Champion rating than his or her opponent rolls twice. The player with the highest result can either choose which battle map to play or defer the choice to the opponent.
3. The player who did not choose the map chooses a side and places his or her warband in the labeled start areas of his or her choice.
4. The other player places his or her warband in the other starting area.

Round Sequence:

R0. **Beginning of Round.** Player recordkeeping: Use counters or otherwise indicate a new round has begun. **Note: During steps R0-R5, each champion may use a Champion power only once.**

R1. Each player declares use of champion powers, abilities, or special powers that activate at the beginning, or start, of a round. All champion powers used in this step come into effect at the same time. Thus, a Champion power that stops other champion powers from being used does not stop other powers at this step.

R2. Before Initiative. Champion powers, abilities or special powers that are used "Before Initiative" are declared. Players with the highest champion rating declare abilities last. If Champion ratings are equal, each player rolls d20 and the lower roll declares first.

R3. Initiative is rolled; the winner chooses initiative.

R4. After Initiative. Players declare use of champion powers, abilities or other special powers which are triggered "after initiative" is rolled. The player that will move first in the round declares first, and the other player declares second.

R5. Resolve **any other** automatic or required effects on all creatures. If a player's warband is affected by multiple beginning of round effects, use the simultaneous effects rule on page 48 to resolve this. Apply these initially to the player who will move first in the round, based on initiative, and then to the next player. The player that will move first in the round declares first, and the other player declares next.

R6. The **Turn Sequence** of the round starts.
Play proceeds according to the Turn Sequence, with the first player activating one creature, and the players alternate activating two figures until all players have completed the activations of all creatures.

R7. End of Round: Check first for victory area occupancy and score points accordingly, then check for other end of round triggers, such as those which may influence the next round in this game (or other parallel games in a team match format), at this time. Check to see if either player has fulfilled victory conditions. Effects that last until "end of round" now end.

Turn Sequence:

Resolve "Beginning of Turn" Effects:

F1. Ending effects: Effects that end at the beginning of a creature's turn end.

F2. Determine Control. The effects of confusion or other effects that could influence control the creature are resolved, if applicable.

F3. Apply Damage triggered when creature activates. This includes Ongoing damage, as well as other effects, such as Shadowed. Use the Damage Sequence below, but do not use Step D2. If multiple ongoing Damage are applied, the controlling player decides the order.

F4. Resolve other Beginning of turn/when creature activates events using the Simultaneous Effects rule outlined in the Glossary.

Declare Actions:

A1. Action declared
A player declares what action is taking place.

A2. Limited powers marked
A "charged" attack or special power (one with checkboxes) is considered 'used' and is ready for recharge.

Declare target(s):

T0. Opportunity Attacks

Opportunity attacks triggered by [R] and [A] attacks occur. If the opportunity attack destroys, renders inactive, or otherwise leaves the attacking creature unable to complete the declared attack, the sequence ends.

T1. Designate Target(s)
The attacking player designates a legal target for the attack. For [R] attacks the attacking creature must be able to trace line of sight to the target. For [A] attacks which target a square, line of sight must exist between that square and the attacking creature. Some [C] and [A] attacks specify Nearest; this refers to the nearest creature (or creatures, if targeting multiple nearest) to which the attacking creature can trace line of sight. That creature must be included within the area of effect of the spell (eg., radius, cone, line). If multiple creatures are the same distance from the attacking creature, the attacking player may select which of these is the nearest. [07/29/08]

Multiple Targets: Some attack actions specify, or permit, multiple targets. These rules are handled differently for [M] and[R] attacks and for [C] and [A] attacks as follows;

If a [M] or [R] attack action permits several attack rolls, they are resolved serially, with the players first declaring the target of the initial attack, resolving the attack, and then going on to declare further targets for additional attack rolls (after the result of the first attack roll is determined). In the case of multiple attacks listed on a card they may be taken in any order.

In the case of a [C] or [A] attack, all targets are declared before any attacks are resolved. The attack rolls may be resolved in any order. If a [C] or [A] attack does not specify the targets in the area to be attacked, all creatures within the affected area must be attacked. When a power would permit additional damage to a single target, the attacking player specifies which of the targets is subject to the extra damage.

In a case where a [M] or [R] attack may uses a [C] or [A] mechanic (example – [M] burst attack), the attacker declares all targets before making rolls.

T2. Effects on targeting
Powers that trigger when a specific creature is targeted can be used; i.e. the Eternal Blade's Defender power, which triggers "when an adjacent enemy makes a Melee attack against an ally". Effects that trigger on targeting can only be used once per turn per creature using the ability or power, unless otherwise specified.

T3. Redirect targeting
Powers that can modify or nullify a target can be used.
i.e. Golden Wyvern Initiate's Golden Wyvern power, which allows an Area or Close attack to ignore one creature; or the Merchant Guard's Bodyguard special power, which changes the target of an attack. If the new target would not normally be a legal target for that attack, then for steps B1 and B2, the new target is considered to be occupying the same space as the original target. Follow up attacks are considered part of the initial attack, and may not be retargeted.

Attack sequence B:

B1. Apply Attack modifiers.
Apply bonuses from Champion powers, check for Combat advantage and cover, and determine appropriate bonuses.
B2. Attack Roll (roll the attack)
B3. Check Trigger: Attack Roll
Resolve effects that are triggered by an attack (ie., "when attacked, after attack")
B4. Check Trigger: Critical
Resolve effects that are triggered on a critical.
B5. Check Trigger: Hit
Resolve effects that are triggered on a hit.

B6. Apply damage due to a hit.
Apply AND effects serially, in order of their presentation on the card; for damage effects, follow the Damage chart.

D. Damage Sequence

D1. Determine damage dealt, modified for critical hits. If a choice of more than one damage type is possible, select which type of damage is done. All damage except ongoing that is listed in the attack text is doubled on a critical hit.
D2. If damage results from a successful attack, add any bonus damage derived from Champion powers, abilities, or special powers*. (Some [M] attacks specify damage without a requirement for a d20 roll; these are successful attacks.)*
D3. Apply any damage reduction due to resist or other defender abilities; effects which halve damage are applied serially. (A creature with Insubstantial that is hit by an Enervated opponent for 40 damage would take 10 points of damage.)
D4. If the applicable damage is still positive, apply any extra damage due to vulnerability.
(Example: A creature with vulnerable 5 fire benefits from an effect that provides resist 5 fire. If the creature is hit by an attack that does 5+15 fire damage, reduce the fire damage to 10 in D3 above, than add 5 for vulnerable fire to the remaining fire damage. Total damage is 20. If the damage had been 5+ 5 fire, then the 5 fire would have been reduced to 0 fire in step D3. There would have been no remaining damage, and total damage would be 5.)
D5. Damage is applied.
D6. Check Trigger: Effects upon On Damaged.
D7. Check Trigger: Effects upon On Bloodied effect.
D8. Check Trigger: Effects upon On Destroyed effect.
D9. Destroyed creatures are removed from game.

B7. Perform followup(s), if applicable**.**
B8. Check Trigger: Miss If applicable, damage resulting from a miss is applied here. Use the damage sequence, but do not use step D2. Bonus damage is not applied to attacks on a miss.

Mounts:

The Mount ability specifies a keyword, such as Dwarf, Orc, or Human, which permits a creature with that keyword to become its rider. While mounted, both rider and mount are considered to occupy the mount's entire space, are adjacent to one another, but do not provide cover for one another.

The mount and rider are separate creatures which move together. If movement would provoke an opportunity attack, the attacker would need to choose either the rider or the mount for the target of the opportunity attack unless the attacker can make more than one opportunity attack during a creature's turn.

A mount and rider activate separately.

Mount: On a mount's turn, it is able to move and attack normally. Effects that move, shift, or change position of the mount also change the position of the rider. While the mount is moving, you ignore limitations to the rider's movement, such as those caused by Visejaw, Fear's Dark Shadow, or standard conditions such as Staggered, Slowed, Stunned or Helpless. If the mount has Flight, the rider also benefits from Flight while the mount is moving. Other abilities of the mount do not benefit the rider unless specified.

If the mount is eliminated, the rider is placed on the map in the space formerly occupied by the mount. If the mount's former space is not a legal position, place the rider in the nearest legal position.

When the mount charges, if an ability or effect allows the rider to make an attack as part of the mount's charge, the rider is considered charging and receives a +1 attack bonus to that attack against the target of the charge. [7/29/08]

Mounting: An eligible non-mounted creature adjacent to a mount can become a rider as a move action that provokes opportunity attacks. While mounted, a rider counts as a Mounted creature and has the Riding condition:

- **Riding:** A Riding creature cannot move on its own but can otherwise act normally. It is still subject to effects that push, pull, or otherwise transport it. Effects which move, shift, or change position of the Riding creature end this condition and do not change the position of the mount. A Riding creature's Speed is 0. A Riding creature may voluntarily dismount as a move action: the Riding condition ends and the creature shifts to an adjacent space. Whenever a creature is dismounted, it cannot further move until the end of the current creature's turn.

Forced Dismounts: A mounted unit must always consist of an allied mount and its appropriate rider. If the rider and mount are controlled by different players, even temporarily, dismount the rider (the mount rejects the rider; place in a legal adjacent space). Similarly, if an inappropriate rider is somehow transposed with a mount's rider (a non-Dwarf on a Thundertusk Boar, for example), that creature is also automatically forced to dismount. A rider subjected to an attack, ability or special power that pushes, pulls or slides is dismounted. The rider is considered to occupy the entire space of the mount -- so pushing the rider one space would place it in a space adjacent to the mount. Place effects, such as Abduct or Baleful Transposition, could also be used to dismount a rider. Forced dismounts do not provoke opportunity attacks.

General Rule Clarifications:

Blindsight [range]: A creature with Blindsight ignores Conceal and can see invisible creatures within the stated range. If no range is given, the range is unlimited. A creature behind terrain that blocks both line of effect and line of sight still counts as invisible. [7/29/08]

Bodyguard: The Bodyguard special power is optional and may be declared against all types of attacks. In some cases, a creature using Bodyguard may be subjected to the same attack action twice. If a creature uses Bodyguard against an attack with a follow up, it is also subject to the follow up attack.

Burst [X]: A burst does not affect the attacker, but will affect other creatures in its space, or within range of the effect. For large and bigger creatures, a burst emanates from the creatures space, not simply a single square. All adjacent squares are considered to be one square away. Use any square in a creature's space to determine if a target has cover against a burst attack.

Can't Attack: If a creature can't be attacked, it cannot be declared as a target for any attack. If a close or area attack would have the creature in the area of effect, it is not included as a target. Attacks can still be redirected to the creature, and in those cases the attack functions as normal.

Champion Powers: Once a champion power is used, the effect is no longer tied directly to the champion unless otherwise stated. An activated power is not cancelled if the champion that used the power is rendered inactive or destroyed.

Claw Rake: This is an optional follow up attack. It is declared immediately after an initial attack action is resolved.

Cone: Cones cannot be placed in a way that affects the attacker; they must be placed adjacent to the attacker. [7/29/08]

Confused (Condition): A Confused creature acts randomly. At the start of its turn (during F2 before other "at the beginning of turn" effects), roll 1d20 and consult the table below.

d20 Roll	Result
1-5	Acts as if Dominated
6-15	Takes no action.
16-20	Controlled by its player.

A Confused creature

- cannot take attack actions other than making either a basic attack or substituting a move action;
- cannot make opportunity attacks;
- cannot use special powers, including Champion powers;
- is considered to have no Champion Rating for purposes of initiative checks.

While controlled by an opponent, treat the Confused creature as part of the opponent's warband. If a Confused creature is destroyed, it reverts back to the warband it belonged to in its unconfused state before VPs are awarded. At the conclusion of the turn, make a save to end the effect (or simply end it) as applicable. [7/29/08]

Dominated (Condition): The affected creature cannot use special powers, take immediate actions, or make opportunity attacks. When the Dominated creature is activated by its player, the opponent gains control of it and takes actions as if it were part of his or her own warband. On the Dominated creature's turn, the only attack actions it can take are basic attacks. [7/29/08]

Forced Movement: When an attack or a special power causes a creature to move, the creature is obligated to use the most expedient means of movement. For example, a creature could not choose not to fly to prevent a Harpy's Lure from functioning, nor could a creature with Burrow decide not to use burrow in response to Fear if that movement mode could place it further from the Beholder.

Hide: Use the following rule for hide, "If this creature has ranged cover other than from intervening creatures against a nonadjacent enemy, it is invisible to that enemy." This overrides previous card text. The Hide special ability uses the ranged rules for determining cover. The ranged rules are always used, even when determining whether a creature that does not have a ranged attack can trace line of sight to a creature with Hide. You cannot choose a suboptimal corner for determining if a creature has cover. [7/29/08]

Immune EFFECT: A creature that is immune to a specific condition is also immune to all derived lesser conditions. For example, a creature with Immune Stun also has Immune Dazed, but does not have Immune Helpless. [7/29/08]

Infest: Only one creature with infest can end its move in a particular space.

Insubstantial: Insubstantial applies only to damage from attacks.

Larger Spaces and Distance: To determine the distance between two large spaces, choose one square in the first space and count to the square in the same position in the second space.

Minor Action: A creature can take 1 minor action during its turn in addition to 1 attack action and 1 move action. A minor action cannot be taken during another action. You can replace an attack or a move action with another minor action. [7/29/08]

Mobility Dependent Attack: Some attacks require the creature to move a certain number of squares to use that attack. These require that each square in the creature's space, after movement, is at least [X] squares distant from their starting location. Charge attacks, Archer's Mobility, and Earthcrest are two examples of a mobility dependent attack.

Move Action: Taking a move action instead of an attack action does not count as taking an attack action. [7/29/08]

Moves Normally: If an ability or special power permits a creature to move normally in a type of terrain, it pays no extra movement cost for entering squares containing that terrain and ignores any damage associated with moving through the terrain. It is still subject to other effects of the terrain, such as blocking line of sight or line of effect.

Multiple Rolls Attack Mechanics: Some creatures have an attack option which requires them to make multiple attack rolls against a single creature, with the number of hits determining the final damage applied. In this case, make all rolls at the same time. If any of the rolls are critical hits, the attack is considered a critical hit.

Nearest: An attack that specifies the nearest target can only target the nearest enemy in line of sight unless otherwise specified. An ability or special power can target either the closest enemy in line of sight or the closest ally in line of sight.

Place: A creature subject to an automatic place effect must be placed into a destination space in which it could legally end its movement.

Pull: Some pull effects pull a creature more than one square. Each square pulled must take the creature pulled closer to the pulling creature. A target does not need to be pulled the entire amount but must be pulled at least one square to trigger "pull-triggered" effects. Under some circumstances it may be impossible to pull a particular creature. In those cases, the pull does not happen and effects triggered off being pulled cannot occur. [7/29/08]

Push: Some push effects push a creature more than one square. Each square pushed must take the creature pushed further from the pushing creature. A target does not need to be pushed the entire amount but must be pushed at least one square to trigger "push-triggered" effects. Under some circumstances it may be impossible to push a creature. In those cases, the push does not happen and effects triggered off being pushed cannot occur. [7/29/08]

Reroll Attack: This original roll is not considered a hit or miss; it is indeterminate and dependent upon the result of the reroll. No specific number is considered to have been rolled for triggering effects.

Resist [X] All: When a creature with Resist [X] All takes Damage, reduce the Damage taken by X. This damage still counts as all the energy types it originally did for the purpose of vulnerability.

For example, if a creature with Resist 20 All and Vulnerable 5 fire takes 20 Damage and 5 fire, the total Damage assigned to the creature is 10. If the creature would have taken only 20 fire Damage, all the damage would be resisted and vulnerable would not come into effect. [7/29/08]

Spending Victory Points: Some special powers and champion effects require you to spend Victory Points. If you do not have enough Victory Points to pay the cost, you are not able to use the special power or champion effect. [7/29/08]

Squeezing: A huge creature has the option to squeeze.

> **Squeeze:** Move, Huge creature only; treat this creature as Large (2-square-by-2-square base) and move it up to half its Speed. At the end of this move, it expands back into its normal size and must occupy a legal position (including the space in which it ended the squeeze action). While squeezing, the creature grants combat advantage to all enemies and has -5 Attack (if it is able to attack while moving). It provokes opportunity attacks from enemies that are adjacent to it at the start of the squeeze.
>
> If a creature uses two subsequent actions to squeeze, it does not need to expand back into its normal size between the two actions.

There are no additional restrictions on when a huge creature can squeeze; a Huge creature can squeeze to maneuver around walls, pits, or even enemy creatures. [7/29/08]

Staggered (Condition): A staggered creature cannot take attack actions other than making a [b] attack. This means that a Staggered creature cannot use its attack action for anything except making a basic attack or swapping for a move action, and it cannot use a "replaces turn" action or special power.

Stunned (Condition): As Dazed, AND the Stunned creature can take no actions. A stunned creature is inactive.

A stunned creature cannot take attack, move, minor, free, or immediate actions. Abilities that do not require actions can be used, but **no** special powers or champion effects can be used. [7/29/08]

Note that the Dazed, Staggered, Stunned, and Helpless conditions do not stack with each other; they are hierarchical. Apply the most severe of these (last on the list) to the target at any given time. (A staggered creature is also dazed, and so on). Ongoing effects which require a saving throw also use the most severe condition, but are not hierarchical with temporary effects.

For example, a creature that has a status of Ongoing (Dazed) is later Stunned and then rendered Helpless. Helpless supersedes stunned; when this creature activates, it will recover from helpless at the end of its turn. However, this has no effect on an ongoing condition; the creature must still make a saving throw to recover from the "ongoing" dazed status. If the creature failed its saving

throw, and the later acquired an ongoing staggered condition, the ongoing dazed condition is superseded by ongoing staggered.

Teleport: A creature with the ability to teleport can moves instantaneously from one part of the battle map to another within line of sight, ignoring intervening terrain. Such movement does not provoke opportunity attacks. To teleport the creature, place it in a legal position within the stated distance and in line of sight. The creature doesn't need line of effect, and it can teleport even when Immobilized. [7/29/08]

Tremorsense: Treat as Blindsight against non-flying creatures. [7/29/08]

Wandering Monster: A creature must be placed in the victory area to fill as many squares as possible. If there is no room to place the creature in the victory area, it must be placed in the closest legal space available to the victory area.

Warband Building: Warband building allows a warband to contain both Good and Evil creatures. For example, the Champion of Eilistraee's "All nonchampion Medium Drow creatures are legal in your warband." allows the Drow Spiderguard (Dungeons of Dread, 13/60) to be included in the warband. This does not change a creature's alignment or faction; in the prior example, the Drow Spiderguard remains an Evil Borderlands/Underdark creature. [7/29/08]

Weakened (Condition): The Weakened condition is the same as Enervated. [7/29/08]

Your Turn: Your turn is the same as the controlling player's turn. [7/29/08]

Specific Map Clarifications:

Dragon Shrine (Map): Treat Resist 5 Electricity as Resist 5 Lightning. (Statue, Magic Circle, Blessing).

Ratfang Sewers (Map): The Stench effect of the Sewers works as follows: Living creatures gain -2 attack; creatures with Stench ignore this effect. (Sewage, Secret Door, Diagonal Walls).

Specific Terrain Clarifications:

Bloodrock (Terrain): Each [M] attack made by a creature occupying bloodrock terrain is a critical hit on a roll of 19 or 20, regardless of whether they target AC or DEF.

Clear (Terrain): A square on a battle map which does not have wall terrain, statue terrain, difficult terrain, or a terrain that is considered difficult terrain. [7/29/08]

Dangerous Terrain (Terrain): Dangerous Terrain is considered difficult terrain. A creature occupying dangerous terrain gains +5 [M] damage. Any creature occupying dangerous terrain at then end of its turn must roll 1d20. On a result of 1-5, the creature takes 10 points of damage. [7/29/08]

Forest (Terrain): Forest provides cover only against [R] attacks.

Market Stalls (Terrain): Market stalls first appear on the Market Square map. Market stall terrain uses the same rules as forest terrain, but does not count as forest for effects which specifically refer to forest terrain.

Slippery Terrain (Terrain): Slippery terrain first appeared on Frostfell Rift. When a creature occupying slippery terrain is damaged by a [M] attack, it is also pushed one square by the attacker. Apply this push affect after damage is applied. For the purpose of pits, treat the push as though the attack was responsible for pushing the creature into a pit.

Spike Stones (Terrain): Spike stones first appear on the Mushroom caverns map. Spike stones are treated as difficult terrain. Creatures take 5 points of Damage if their movement is slowed by the spike stones.

Pits (Terrain): Phasing and Burrow do not permit creatures to enter pit squares. No creature may voluntarily end a turn in a pit square. When an attack effect (push, pull, slide, place) causes a creature to enter a pit square, the acting creature makes another attack against the creature, as outlined on page 36 of the Miniatures Game Battle Rules, to determine if the creature is dazed. This second attack is considered a follow up attack and cannot be retargeted.

Secret Doors (Terrain): A creature may move through secret door terrain. An unoccupied secret door terrain square counts as blocking terrain, while an occupied secret door terrain square counts a clear terrain.

Teleporters (Terrain): As an immediate action, on its turn, any creature that moves into a teleporter or begins its turn on a teleporter can be placed on any other unoccupied teleporter space and continue its turn. See other limitations on page 37 of the Miniatures Game Battle Rules.

Walls/Blocking Terrain (Terrain): Blocking terrain is considered to be the same as wall for abilities or powers such as Wall Walker and Shadow Jump.

Specific Cards Clarifications and Errata:

Animated Statue, Statue (Dungeons of Dread, 2/60): A creature with the Statue ability may end its movement while occupying a statue square. Note that a creature occupying Statue terrain has cover from ranged attacks.

Aspect of Loviatar, Strength from Pain (Night Below, 26/60): The extra damage granted by this ability is not lost if the next attack misses; it is applied on the creature's next attack roll that hits. [7/29/08]

Bar-Lgura, Abduct (Desert of Desolation, 44/60): Both the creature using abduct and the target must be placed in legal positions. Each must be adjacent to each other and to a victory area.

Boneshard Skeleton, Death Burst (Desert of Desolation, 39/60): This is a [C] burst attack. If the burst destroys the attacking creature, this creature is still destroyed.

Bulette, Earthcrest (Dungeons of Dread, 53/60): See Mobility-Dependent Attacks.

Capricious Copper Dragon, Hoardkeeper (Desert of Desolation, 23/60): The additional victory points are scored regardless of which creature actually destroys the enemy.

Cave Bear, Maul (Against the Giants, 31/60): This is a melee attack.

Chain Golem, Chain Bind (Against the Giants, 42/60): No victory points are awarded for an Entrapped creature while it is off the battle map. When a creature is placed after recovering from Entrapped, it is placed by the formally Entrapped creature's controller. If the Chain Golem is destroyed, an Entrapped creature's condition immediately ends and the creature is placed the in any space inside the Chain Golem's former space. For obscure placement issues (such as a Chain Golem entrapping another Chain Golem) treat the Entrapped creature as being in the same space as the Chain Golem. Chain Bind does not recharge when an Entrapped creature is destroyed. [7/29/08]

Cloaktrick Rogue, Quick Step (Against the Giants, 43/60): This creature's Quick Step ability allows it to move 2 squares when it shifts, instead of 1. This does allow the Rogue to shift into a single square of difficult terrain. Like any other shift, the movement does not provoke opportunity attacks. [7/29/08]

Defiant Rake, Wicked Dodge (Dungeons of Dread, 43/60): This is only usable against melee attacks. The reroll attack portion of this special power is optional; it may be directed against an ally of the attacker.

Demonweb Swarm, Infest (Desert of Desolation, 41/60): See Infest.

Dire Wolf, Bring Down Prey (Dungeons of Dread, 37/60): Triggers on hit; creature is considered immobilized prior to damage determination.

Doresain, the Ghoul King (Against the Giants, 8/60): This creature counts as epic, even though it is not Huge, and thus is not allowed in 200-point battles. [7/29/08]

Drider, Wall Walker (Desert of Desolation, 45/60): A creature is considered to be adjacent to a wall if a wall (or blocking terrain) touches a corner or side of the creature's space.

Dwarf Battlemaster, 2nd Champion Power (2008 Starter, 1/5): This is treated as if a normal hit had been rolled. For example, the attack no longer automatically hits a creature with Conceal X and a creature with Insubstantial now takes half damage from the attack. [7/29/08]

Dwarf Shieldmaiden, Deny the Weak (Dungeons of Dread, 33/60): See Reroll Attack.

Dwarven Outpost (Map): The arrow slits on the structure in the middle of the map are only art; the count as blocking terrain like any other map.

Efreeti Flamestrider, Fiery Teleport (Against the Giants, 6/60): A clear space is another way to state that the Efreeti Flamestrider needs to be placed in a legal position. [7/29/08]

Efreeti Flamestrider, 1st Champion Power (Against the Giants, 6/60): This only changes a creature's base damage; if the attack deals ongoing damage, the ongoing damage is not changed to fire damage. [7/29/08]

Efreeti Flamestrider, Champion Powers (Against the Giants, 6/60): This creature's Champion powers can affect both allies and enemies. [7/29/08]

Eladrin Pyromancer, Razor Barrier (Against the Giants, 45/60): Once this creature uses Razor Barrier, the effect persists until this creature moves on its own turn, so the effect can last multiple rounds if it does not move. Apply the damage from Razor Barrier before resolving the melee attack. [7/29/08]

Eladrin Pyromancer, Statistics (Against the Giants, 45/60): The statistics on the card are incorrect. The correct stats for the Eladrin Pyromancer are AC = 25, DEF = 23, and HP = 45. [7/29/08]

Elder Red Dragon, Frightful Presence (Against the Giants, 11/60): The Stunned effect lasts until the end of the target's next turn, and the -4 attack lasts until the Elder Red Dragon is hit by an attack. [7/29/08]

Elf Arcane Archer, Phase Arrow (Against the Giants, 60/60): The Phase Arrow special power allows this creature to shoot through walls. When using this power, treat the battle map as if every square was clear terrain for purposes of selecting a target and determining cover. Enemy creatures between the archer and the target still provide cover. Enemies do not benefit from Hide when the archer uses this attack. As described on page 32 of the rulebook, the Archer might count as being invisible to the target and therefore has combat advantage. [7/29/08]

Elf Archer, Archer's Mobility (Dungeons of Dread, 6/60): See Mobility-Dependent Attacks.

Emerald Orb Wizard, Shard Storm (Dungeons of Dread, 44/60): This effect changes the map for the rest of the battle. For the definition of a clear square, see Clear in the specific terrain clarifications section. [7/29/08]

Emerald Orb Wizard, Sudden Spikes (Dungeons of Dread, 44/60): This attack gains +10 damage on any type of terrain that is considered difficult terrain.

Eternal Blade, Moment of Perfect Mind (Desert of Desolation, 17/60): This must be declared before the attack roll is made.

Eternal Blade, 2nd Champion Power (Desert of Desolation, 17/60): An ally can only benefit from one use of this ability. If this ability is used twice on the same ally, the more recent use applies.

Eye of Flame, Eye Rays (Dungeons of Dread, 14/60): You must use two separate eye ray effects.

Eye of Flame, Firestarter (Dungeons of Dread, 14/60): Allies that use attacks with the potential of dealing fire damage also get the +2 attack bonus, such as the Wild Mage's Wild Magic Blast. [7/29/08]

Fire Bat, Fiery Swoop (Against the Giants, 26/60): Fiery Swoop lets this creature make a basic melee attack against any enemy whose space it enters during the 4 squares of movement allowed during this attack action. This creature cannot make further attacks during its move action that turn. [7/29/08]

Flamescorched Kobold, Combustible (Against the Giants, 34/60): When halving numbers, round down. Thus, your opponent scores only 7 victory points for eliminating this creature with a close or area effect. [7/29/08]

Flamescorched Kobold, Shifty (Against the Giants, 34/60): This is a Special Power, not an Ability. [7/29/08]

Furious Owlbear, Stunning Screech (Against the Giants, 35/60): Becoming bloodied does not recharge this power; the chance to use this immediately when first Bloodied requires the ability to not yet be expended. [7/29/08]

Galeb Duhr, Rolling Thunder (Against the Giants, 36/60): See mobility-dependent attacks. [7/29/08]

Galeb Duhr, Stone Transformation (Against the Giants, 36/60): This can be used after an attack roll before damage is applied. [7/29/08]

Galeb Duhr, Tremorsense (Against the Giants, 36/60): See Tremorsense.

Gelatinous Cube, Engulf (Desert of Desolation, 20/60): This attack deals 30 automatic Damage to helpless enemies and is not a critical hit.

Half-Elf Assassin, Quick Step (Against the Giants, 43/60): This creature's Quick Step ability allows it to move 2 squares when it shifts, instead of 1. This does allow the Assassin to shift into a single square of difficult terrain. Like any other shift, the movement does not provoke opportunity attacks. [7/29/08]

Halfling Paladin, Second Chance (Dungeons of Dread, 4/60): See Reroll Attack.

Hierophant of the Seventh Wind, Rending Strike (Night Below, 21/60): See Multiple Roll Attack Mechanics.

Howling Hag, Baleful Whispers (Dungeons of Dread, 18/60): The effect ends when the creature ends its turn farther away from the current location of the Howling Hag, not the location when the attack was made. The effect also ends if the Howling Hag is no longer on the map.

Human Cleric of Bahamut, Bless (Desert of Desolation, 5/60): The special power is used at any time on this creature's turn.

Human Cleric of Bahamut, Cure Wounds (Desert of Desolation, 5/60): The special power is usable once per turn at any time on this creature's turn.

Human Fighter, Confidence-Building Strike (Dungeons of Dread, 35/60): This attack bonus granted by this power lasts until the end of the skirmish, and the bonus is usable for all of this creature's melee attacks.

Ice Archon, Icy Wallop (Dungeons of Dread, 29/60): "Normal" speed refers to a creature's base speed. Slowed, or immobilized creatures are examples of creatures with a speed currently lower than normal.

Kalashtar Bodyguard, Bodyguard (Night Below, 9/60): See Bodyguard.

Kalashtar Bodyguard, Psychic Strike (Night Below, 9/60): This ability must be declared before the attack is made. Once declared, this creature cannot move for the rest of the creature's turn.

Kuo-Toa Whip, Lightning Bolt (Night Below, 55/60): "Koa-Toa" should be "Kuo-Toa". The damage increase is limited to only +10 Damage, for a total of 20 Damage. There is no limit to the attack bonus given by additional Kuo-Toa Whips within 6 squares.

Large Astral Construct, Astral Construct Ability (Unhallowed, 18/60): The chosen Astral Construct Ability lasts until the end of the battle. [7/29/08]

Large Fire Elemental, Rolling Flame (Desert of Desolation, 51/60): This is an untyped attack, so abilities that trigger off only ranged or melee attacks do not occur. Against helpless enemies, you have +4 to hit and must roll normally. Attacks made by this attack do not provoke opportunity attacks, but the movement granted by this attack does as usual.

Large Gold Dragon, 2nd Champion Power (Night Below, 10/60): Both enemies and allies benefit from this champion power.

Lizardfolk Raider, Hammer and Shift (Against the Giants, 37/60): Hammer and Shift can be used with any melee attack, including opportunity attacks. The shift is triggered on a hit but before damage is resolved. [7/29/08]

Macetail Behemoth, Tail Sweep (Desert of Desolation, 6/60): This is a close attack (Burst).

Merchant Guard, Bodyguard (Desert of Desolation, 12/60): See Bodyguard.

Militia Archer, 1st Champion Power (Desert of Desolation, 7/60): This effect lasts until the end of the round in which it is declared.

Mind Flayer Lich, 2nd Champion Power (Night Below, 38/60): This ability can only be used once per player's turn.

Nightmare, Blink Out (Desert of Desolation, 30/60): A mount may not use this special power to move through a wall or blocking terrain if it has a rider that cannot legally enter this terrain. The mounted unit may still treat other terrain as clear.

Ochre Jelly, Split (Against the Giants, 56/60): The Split special power cannot be used if this creature is destroyed by the attack that would have triggered Split. (It resolves after an attack that bloodies this creature.) If there is no adjacent space in which to place the new Ochre Jelly at the time Split is triggered, then the new creature cannot be added to the battle. [7/29/08]

Prisoner, Bound (Night Below, 40/60): See Move Action. [7/29/08]

Prisoner, Objective (Night Below, 40/60): A prisoner is awarded the victory points at the end of its turn.

Raistlin Majere, Debilitating Magic (Night Below, 14/60): This ability must be declared before the attack roll is made, and it can only be used once per attack. If the damage caused by this ability destroys this creature, the attack does not occur.

Rakshasa Baron, 1st Champion Power (Dungeons of Dread, 22/60): If the evil ally is using an attack that targets multiple creatures, choose only one to have combat advantage against.

Rot Scarab Swarm, Infest (Desert of Desolation, 32/60): See Infest.

Rot Scarab Swarm, Swarm Attack (Desert of Desolation, 32/60): The swarm attack occurs immediately before the creature's turn begins and only lasts for that activation.

Sahuagin Baron, Claw Rake (Desert of Desolation, 34/60): See Claw Rake.

Sahuagin, Claw Rake (Desert of Desolation, 33/60): See Claw Rake.

Shade Knight, 1st Champion Power (Dungeons of Dread, 51/60): This effect can be used after a Shade Knight takes damage, but before the creature is considered destroyed.

Shrieking Harpy, Lure (Desert of Desolation, 55/60): When lured, the target must take its move action first and move to the designated square in a single move. It can use alternate movement methods like flying and burrowing, but it can't use abilities that replace moves/turns like the Large Fire Elemental's Rolling Flame or Angel of Vengeance's Vengeful Step. Finally, it must end its first move action at the square (move to) but nothing stops it from leaving the spot by taking an additional move action. The effect lasts for only the single move action.

Skullcleave Warrior, Unavoidable Strike (Against the Giants, 24/60): Treat this as if an attack roll is a natural 20; powers that force a reroll or turn a critical into a normal hit can still be used. This power must be activated before the attack is declared. [7/29/08]

Spectral Panther, Fade Out (Dungeons of Dread, 59/60): If no square at least 5 squares from all enemies exists on the map, place it in any square as far away from an enemy as possible.

Storm Giant Thunderer, Storm Fury (Against the Giants, 39/60): Storm Fury does not affect creatures with the Giant keyword or those with the Thunder keyword. A creature needs only one of the keywords to be immune to the power. [7/29/08]

Thrall of Blackrazor, A New Thrall (Unhallowed, 57/60): When this creature's A New Thrall ability successfully hits an enemy, immediately score VP for that enemy as if it were destroyed. That creature does not score further VP if it is later destroyed. [7/29/08]

Tiefling Gladiator, Angry Reply (Against the Giants, 25/60): This power can be used only at the start of the Tiefling Gladiator's turn, at step F4. The free attack action can be any attack action, including a charge. [7/29/08]

Tiefling Gladiator, Spinning Strike (Against the Giants, 25/60): When this creature uses Spinning Strike, it switches positions with the enemy it attacked, but only if that enemy is Medium or smaller. [7/29/08]

Verdant Reaver, Rending Strike (Night Below, 22/60): See Multiple Roll Attack Mechanics.

Warhorse, Charger (Desert of Desolation, 13/60): The damage bonus granted to the rider lasts until the end of the creature's turn.

Wizard of Turmish, Anyspell (Unhallowed, 27/60): The attack value is replaced only for attacks that specify an attack value. An attack that hits automatically still hits automatically when used by the Wizard of Turmish. [7/29/08]

Xorn Ravager, Undermine (Against the Giants, 30/60): When using Undermine, this creature can make an attack against any enemy whose space it enters during the movement allowed during this attack action. This creature cannot make further attacks during its move action that turn. [7/29/08]

Young Adamantine Dragon, Thundershock (Against the Giants, 52/60): This creature's Thundershock ability occurs only on the round following the turn in which it uses its Breath Weapon special power (not on every turn it takes thereafter). [7/29/08]

Yuan-Ti Anathema, Snake Form (Against the Giants, 10/60): The Snake Form ability provides no special protection against opportunity attacks, and this creature must still end its move in a legal position. [7/29/08]

Yuan-Ti Malison, Cause Fear (Desert of Desolation, 60/60): An affected creature cannot voluntarily move, shift, or be placed closer to the Yuan-Ti Malison at any time during its movement. This attack does not restrict movement caused by push, pull, slide, and place effects initiated by other creatures. [7/29/08]